Brandon Badger – Game Designer

Telephone: 724-841-4527 (mobile) Email: bbadger@andrew.cmu.edu Website: bmbadger97.wixsite.com/portfolio

OBJECTIVE

To obtain a design internship in the game industry for Summer 2020.

EDUCATION

Master of Entertainment Technology, Expected May 2021.
Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA.
　　Project-based, multidisciplinary degree focusing on designing entertainment and
　　interactive experiences through cross-discipline collaboration.

Bachelor of Science in Computer Science, April 2019.
University of Pittsburgh, Pittsburgh, PA.

SKILLS

Software: Unity, Git, Perforce, Trello, Adobe Audition, Adobe Premiere, Logic Pro X, FL Studio
Programming: C, C++, C#, Java, Python, Ruby, Assembly Language, HTML, Javascript
Design: Paper Prototyping, A/B Testing, Rapid Prototyping

RELATED COURSEWORK

Building Virtual Worlds, Visual Story, Principles of Game Design and Implementation, Narrative and Technology, Science Fiction, Introduction to Computer Graphics, Software Quality Assurance, Algorithm Implementation, Introduction to Human Computer Interaction, Programming for Game Designers

ACADEMIC PROJECTS

Building Virtual Worlds – Sound Designer/Game Designer/Producer, Fall 2019. ETC.
- Participated in the design and creation of three virtual worlds, each completed in less than three weeks with different five-person teams.
- Teams consisted of programmers, artists, and sound designer which allowed me to hone my communication skills across different roles.
- Used programming knowledge to foster smoother implementation of game design decisions.
- Used sound to enhance the emotional response of the guest during while playing our experiences.

Principles of Game Design and Implementation, Fall 2018, University of Pittsburgh.
- Collaborated in 9 person teams of programmers to implement 3 advanced computer science topics using a video game as the medium.
- Teams were tasked to create their own engine, only using C++ with SDL.

PERSONAL PROJECTS

PIGDA Board Game Jam. Pittsburgh, PA. October 2019
- Created a game in which four players play the role of merchant adventurers who try to become a member of each culture in the world by trading gathered good with them.
- Won "Most Creative Use of Materials" award.

WORK EXPERIENCE

PNC DevOps – Technology Intern. Pittsburgh, PA. May 2018 – August 2018
- Collaborated with PNC's Alert Team to modernize their platform using Agile methodology.
- Participated in daily Scrum meetings to ensure all teammates had an understanding of every member's progress throughout the project.

Springfield Grille – Server. Mars, PA. September 2016 – August 2019
- Received experience in interfacing with customers and fulfilling their needs by working alongside coworkers with varying skills and roles (problem solving, communication skills, time management).